What is claimed is:

1. A method of rendering an image, comprising the step of:

moving a texture simulatively on at least one object thereby to render an image.

2. A method according to claim 1, wherein said moving step comprises the steps of:

placing one or more semitransparent textures on the surface of at least one semitransparent or transparent object; and

moving said one or more semitransparent textures simulatively in an arbitrary direction, thereby rendering an image.

3. A method according to claim 2, wherein said moving step further comprises the step of arranging said semitransparent or transparent object in one or multiple layers.

4. A method according to claim 1, wherein said moving step comprises the steps of:

placing one or more semitransparent textures on the surface of a plurality of semitransparent or transparent polygons which make up said object; and

moving said one or more semitransparent textures simulatively in an arbitrary direction, thereby rendering an im-

age.

5. A method according to claim 4, wherein said moving step further comprises the step of arranging said one or more semitransparent or transparent polygons in one or multiple layers.

6. A method of processing an image, comprising the steps of:

storing a texture image in a texture rendering area of an image memory;

storing a polygon in a display rendering area of said image memory based on at least said texture image, and mapping the texture image onto said polygon;

moving the texture image stored in said texture rendering area in an arbitrary direction and restoring the moved texture image in said texture rendering area; and

mapping the moved texture image onto the polygon stored in said display rendering area.

7. An apparatus for rendering an image, comprising:

rendering means for moving a texture simulatively on at least one object thereby to render an image.

8. An apparatus according to claim 7, wherein said rendering means comprises:

means for placing one or more semitransparent textures

on the surface of at least one semitransparent or transparent object, and moving said one or more semitransparent textures simulatively in an arbitrary direction, thereby rendering an image.

9. An apparatus according to claim 8, wherein said rendering means comprises:

object setting means for arranging said semitransparent or transparent object in one or multiple layers.

10. An apparatus according to claim 7, wherein said rendering means comprises:

means for placing one or more semitransparent textures on the surface of a plurality of semitransparent or transparent polygons which make up said object, and moving said one or more semitransparent textures simulatively in an arbitrary direction, thereby rendering an image.

11. An apparatus according to claim 10, wherein said rendering means comprises:

object setting means for arranging one or more semitransparent or transparent polygons in one or multiple layers.

12. An apparatus for processing an image, comprising:

texture rendering means for storing a texture image in a texture rendering area of an image memory;

image rendering means for storing a polygon in a display rendering area of said image memory based on at least said texture image, and mapping the texture image onto said polygon;

texture moving means for moving the texture image stored in said texture rendering area in an arbitrary direction and restoring the moved texture image in said texture rendering area; and

texture mapping means for mapping the moved texture image onto the polygon stored in said display rendering area.

13. A recording medium storing a program and data, said program comprising the step of:

moving a texture simulatively on at least one object thereby to render an image.

14. A recording medium according to claim 13, wherein said moving step comprises the steps of:

placing one or more semitransparent textures on the surface of at least one semitransparent or transparent object; and

moving said one or more semitransparent textures simulatively in an arbitrary direction, thereby rendering an image.

15. A recording medium according to claim 14, wherein said moving step further comprises the step of:

arranging said semitransparent or transparent object in one or multiple layers.

16. A recording medium according to claim 15, wherein said moving step comprises the steps of:

placing one or more semitransparent textures on the surface of a plurality of semitransparent or transparent polygons which make up said object; and

moving said one or more semitransparent textures simulatively in an arbitrary direction, thereby rendering an image.

17. A recording medium according to claim 16, wherein said moving step further comprises the step of:

arranging said semitransparent or transparent polygons which make up said object in one or multiple layers.

18. A recording medium storing a program and data, said program comprising the steps of:

storing a texture image in a texture rendering area of an image memory;

storing a polygon in a display rendering area of said image memory based on at least said texture image, and mapping the texture image onto said polygon;

moving the texture image stored in said texture rendering area in an arbitrary direction and restoring the moved texture image in said texture rendering area; and

mapping the moved texture image onto the polygon stored in said display rendering area.

19. A program which can be read and executed by a computer, comprising the step of:

moving a texture simulatively on at least one object thereby to render an image.

20. A program comprising the steps of:

storing a texture image in a texture rendering area of an image memory;

storing a polygon in a display rendering area of said image memory based on at least said texture image, and mapping the texture image onto said polygon;

moving the texture image stored in said texture rendering area in an arbitrary direction and restoring the moved texture image in said texture rendering area; and

mapping the moved texture image onto the polygon stored in said display rendering area.

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